



Even the mightiest pirates must one day retire from the life of plunder. But what comes afterwards? Well, on the five peninsulas of Grog Island, they invest their loot in rock-solid businesses and appoint their old crew members to run them.

In this unique dice-auction game, you try to get your hands on promising pirate investments, such as peg-leg shops, figurehead studios, voodoo doll workshops or the infamous pub "Grog Hole".

However, the auctions are not just about placing the highest bid. Passing at just the right moment can be also very rewarding, because only then will you find the time to snatch the desired goods and trade with the landing merchant ships.

If you find the perfect balance between bidding and backing out, you'll surely gain the most pirate points and win the game!



COMPONENTS

1 game board



46 goal cards



32 treasure cards



28 parrot cards



4 overview cards "Claim a building"



5 auction dice



36 crew members



4 trade markers



8 markers



6 ship tiles

ghost ship side



merchant ship side



5 cloud tiles



75 goods tiles



6 lock tiles



1 starting player flag



4 "20+ coins" marker





The game board comprises the following areas:

A) Grog Island with its 5 peninsulas

B) Coin track

C) Pirate point track

D) Auction area

E) Trading area

Each of the 5 peninsulas has a **color** that corresponds to some extent to 1 of the 5 goods and 1 of the 5 dice.



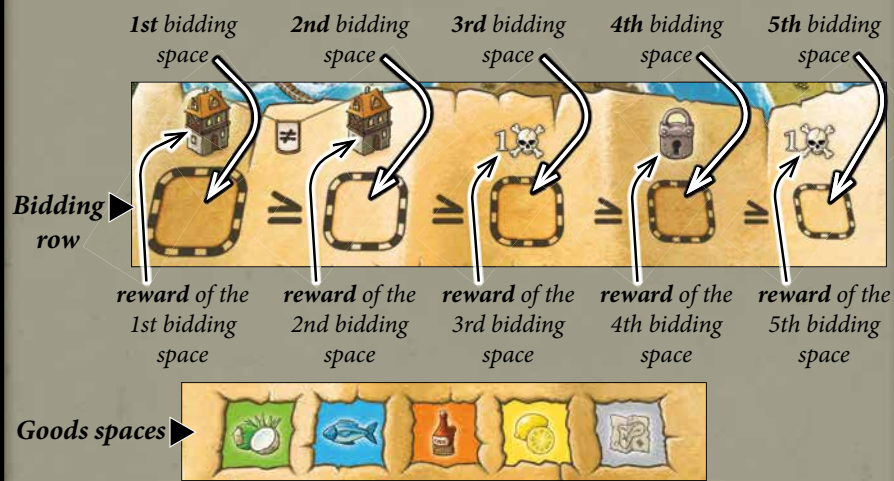
Each peninsula also has 7 buildings. These buildings come in **12 types** and some types are more common than others:



For reasons of clarity, all buildings of the same type are aligned in a row:



The auction area shows: • the **bidding row** with its 5 **bidding spaces** and • a row with 5 **goods spaces**.



(Each goods space serves as a holding area for the die in its color.)

SETUP

1.

Place the **game board** in the middle of the table.

2.

Shuffle the 5 **cloud tiles** face down and place 1 above each of the 5 peninsulas at the upper edge of the board.

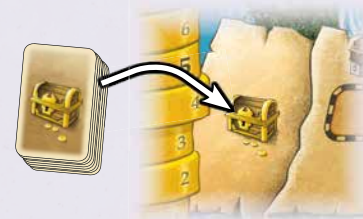


Then turn them face up.



3.

Shuffle the 32 **treasure cards** and place them as a face-down stack onto the treasure chest space on the game board.



4.

Shuffle the 28 **parrot cards** and place them as a face-down stack onto the parrot space on the game board.



5.

Sort the **goods tiles** by type and place them beneath the game board as a general supply.



6.

Each player chooses a player color and receives the **crew members** of that color:

In a **2-player or 3-player game**, each player receives 9 crew members.



In a **4-player game**, each player receives 7 crew members.



Each player puts his crew members in front of him.

Then he receives:

- the large **trade marker** of his color,
- the “**20+ coins**” marker of his color and
- the **overview card “Claim a building”** of his color.

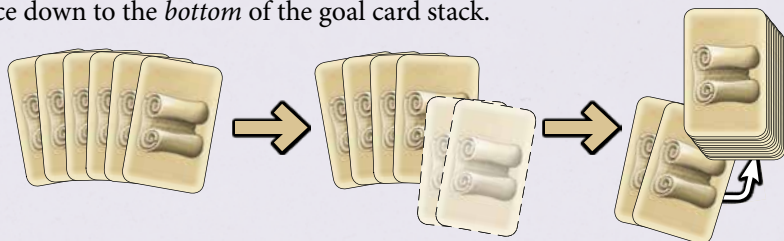
Place your trade marker and your “20+ coins” marker next to your crew members. Place the overview card face up in front of you.



7.

Shuffle the **46 goal cards** and deal each player 6 *face-down* cards. Then place the remaining goal cards as a *face-down* stack next to the game board.

Each player takes his 6 cards into his hand and secretly chooses 4 of them which he keeps for the game. The other 2 cards of each player are returned *face down* to the *bottom* of the goal card stack.



Your **goal cards** form your hand and are your main source of pirate points. You can look at them whenever you like but should keep them concealed from the other players. At the end of the game, they give you points for certain achievements: for example for certain types of buildings that you have claimed or certain goods you have collected. (See page 8 for details.)

8.

Finally each player receives:

- **1 goods tile** of his choice from the general supply,
- **1 treasure card** from the treasure card stack and
- **1 parrot card** from the parrot card stack.



Collect any goods tiles that you receive during the game openly in front of you. Collect any parrot cards and treasure cards *face down* in front of you (though you may look at your own cards whenever you like). However, it always must be clear to the other players *how many* treasure cards, parrot cards and goods tiles you own.

9.

Take the 2 **markers** of each player's color. Place 1 marker of each player onto the 8 *coin space* on the coin track and the other marker of each player onto the 0 *space* of the pirate point track.



10.

Shuffle the **6 ship tiles** ghost ship side up and place them in a random order in the 6 indicated ship spaces of the trading area.



Then turn all ship tiles to their merchant ship side. Make sure that they interlock, form a straight row and align more or less with the game board's images.



2-player game only: Before aligning the merchant ships, turn the ship tile with the 3 coin revenue back to its ghost ship side again.



Then place the 9 crew members of an *unused* color onto that ghost ship.



11.

Place the 5 **auction dice** nearby.



Place the 6 **lock tiles** nearby.



12.

Give the **starting player flag** to the player that can make the grimmest pirate face.



PLAYING THE GAME

Grog Island is played over several **auction rounds**. By means of a unique dice mechanism, players bid for the right to claim buildings on the peninsulas of Grog Island. Each auction round begins with the bid of the starting player and then proceeds clockwise. On his turn, a player can either raise the current bid or pass. If he passes, he drops out of the bidding round. As a compensation, however, he receives certain goods and visits a merchant ship.

As soon as all players **but one** have passed, the remaining player wins the auction round. He pays his winning bid and may claim 1 or 2 free buildings by placing a crew member onto each. Then the next auction round starts.

The game ends at the end of the auction round in which at least one player has placed his last crew member onto a building. Then all players score their secret goal cards and the player with the most pirate points wins.

PLAYING AN AUCTION ROUND

The starting player places the opening bid

At the beginning of each auction round, the player with the starting player flag rolls the 5 auction dice. Then he places each die - with the rolled side up - onto the goods space of its color in the auction area.

Now, he must make the opening bid for this auction round by moving 1 or more of the rolled dice up to the bidding spaces of the bidding row. These dice will eventually make up his bid, as the **total number of pips** on them equals the amount of his bid. He must follow the following rules for moving the dice:

- Each bidding space can only hold 1 die and the filling order of the bidding row is from left to right, i.e. no space in between may be skipped. So, if the player wants to move only 1 die, it is placed onto the 1st bidding space (the largest space on the left). If he wants to move 2 dice, he places 1 die onto the 1st bidding space and 1 die onto the 2nd bidding space, and so on.
- The dice in the **bidding row** must also form a **descending order** from left to right. This means that the **number of pips** on any die may not be higher than the number on the die **to its very left**. (Dice displaying the same number of pips may be placed in any order on spaces next to each other.)
- He may not turn any die to change its value. (This is only possible via certain parrot cards. See page 8 for details.)

After the player has finished moving the dice, the **total number of pips** displayed in the **bidding row** make up his bid: **Each pip equals 1 gold coin**.



Example:

Phil is the starting player. He rolls the 5 dice and places each onto the goods space of its color.



Then he makes the opening bid by moving the yellow, green and orange dice up to the bidding spaces. (Since the yellow die displays the most pips, it must be placed onto the 1st bidding space.)



Phil's opening bid is now 6 coins (since there is a total of 6 pips displayed in the bidding row.)

Capital and potential coin stock

The capital of each player is made up of his **public coin stock** and his **hidden coin stock**. His public coin stock is displayed by his marker on the coin track. His hidden coin stock is his treasure cards. Each treasure card can have a value of **1**, **2** or **3** coins. Since each player starts the game with a public coin stock of 8 and 1 treasure card, his starting capital can be 9, 10 or 11 coins, but only the player himself knows which it is. Therefore, we use the term **potential coin stock**. The potential coin stock of a player is the maximum capital that the player could currently own (if each of his treasure cards had a value of 3 coins).

Important: No player (neither the starting player nor any player raising the bid) is allowed to place a bid that is higher than his **potential coin stock**. If his bid would exceed his potential coin stock, he must pass instead.

If the starting player does not even have the potential coin stock to make any opening bid (not even with a single die), he must pass instead. The opening bid is then made by the player to his left.

Since the potential coin stock of a player does not necessarily match his actual capital, it can happen that he wins an auction round with a bid which he is not able to pay (see section "Winning the auction round" on page 6).

Example: **Phil** has 6 coins on the coin track and 2 treasure cards. Therefore, his potential coin stock is **12 coins**.



The auction round proceeds

After the starting player has made the opening bid, the auction round proceeds in a clockwise direction. On his turn, a player must either **raise the current bid** OR **pass**.

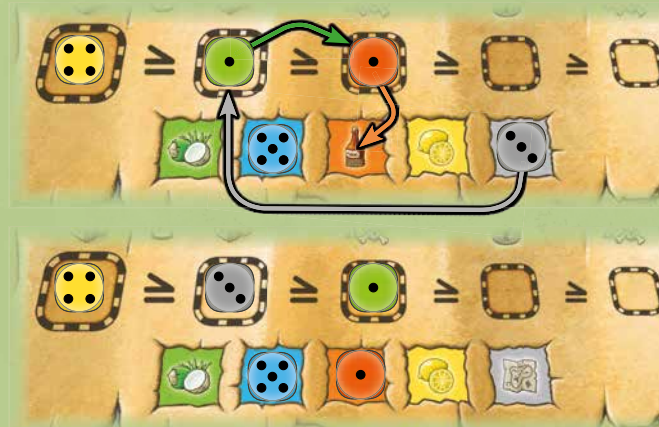
RAISE THE BID

To raise the bid, the player must use the dice rolled at the beginning of the auction round to create a bid that is **higher** than the current bid. This means that the total number of pips in the bidding row must end up being higher.

To increase the bid, the player may move the dice around **as he likes**. He may switch the place of dice on the bidding spaces, move dice from goods spaces to bidding spaces and return dice to their goods spaces (any returned die must be placed back onto the goods space of its color).

However, in creating his higher bid, he must still follow the rules described in the **blue boxes** on the previous page!

Note: When creating his bid, the player may play parrot cards to change dice values or to avoid the requirement to raise the bid (see section "The parrot cards" on page 8).



Example: *Martina* decides to raise the current bid from 6 to 8. She returns the orange die to its goods space, slides the green die over to the 3rd bidding space and moves the gray die up to the 2nd bidding space.

PASS

If the player passes, he drops out of the current auction round altogether and immediately carries out the following steps:

1. Receive goods for unoccupied goods spaces

First, the player checks which goods spaces are free (since the dice of these colors are on bidding spaces). For **each** free goods space, he takes exactly **1 tile** from the supply and places it in front of him.



Example: *Frank* decides to pass. He receives 1 green, 1 yellow and 1 gray tile from the supply.

2-player game only: In addition to the tiles of the free goods spaces, the player receives **1 tile** of the good associated with the peninsula at which the ghost ship is anchored. If the ghost ship is at the rightmost position (beneath the pirate point track), it is at open sea. In this case, the player does not get the additional goods tile.



Example in a 2-player game:

In addition to the 1 green, 1 yellow and 1 gray goods tile (as in the previous example), *Frank* would receive a second gray tile (since the ghost ship is anchored at the gray peninsula).

2. Trade with 1 merchant ship

Then the passing player **must** choose **1 of the merchant ships** to trade with.

- He **may not** choose the ship farthest to the right (as it is at open sea).
- He **may not** choose any ship that already has a trade marker on it.
- He **may not** choose any ship that he cannot supply (i.e. he doesn't have the goods to do so).
- **Also in a 2-player game:** He **may not** choose the ghost ship.



The player places his trade marker onto the chosen ship and **must** immediately perform the trade. Each ship offers certain trade actions. For each trade action the player must return tiles of a certain **type of good** to the supply. Which type of good that is depends on the peninsula at which the ship is anchored.

Each available ship offers 2 trade actions:

- a **main trade action** and
- a **claim action**.

The player **must** perform **at least 1** action (the main trade action or the claim action) but may perform both. For the main trade action, he returns 1 or more tiles of the demanded good to the supply, but **never more** than the **number** on the ship's arrow. He may perform the claim action once or as many times as he likes, provided that he returns the required tiles to the supply each time.

(All trade actions are explained on the next page.)



Example continued:

After receiving his goods tiles, *Frank* places his trade marker onto the ship anchored at the yellow peninsula. Now he must perform at least 1 of the ship's trade actions by returning at least 1 yellow tile to the supply. If he returned that 1 tile, he would receive 1 parrot card from the parrot card stack. Or he could return up to 3 yellow goods tiles to

receive 3 parrot cards. Or he could return 4 yellow tiles to perform 1 claim action. Or he could return 5 yellow tiles to perform 1 claim action and receive 1 parrot card. Or he could return 10 yellow tiles to perform 2 claim actions and receive 2 parrot cards, etc.

He would be allowed to substitute any one of these yellow tiles with 3 other goods tiles (for instance, 2 blue tiles and 1 gray tile).

Special case:

As said before, the player must perform at least 1 trade action. However, if there are only ships available that demand a type of good of which the player doesn't have a single tile (and only then), he places his trade marker onto any of these available ships and refrains from performing a trade action. In this case, the player is not obliged to enable the trade by substituting the demanded good with 3 other tiles.



Important: The player may always substitute goods at the ratio of 3:1. This means he is always allowed to substitute a needed goods tile with **any 3** goods tiles (of 1, 2 or 3 types), which he returns to the supply.

Main trade actions



The player returns up to 4 tiles of the demanded good to the supply and gains 2 coins on the coin track for each (by moving his marker forward accordingly).



The player returns up to 2 tiles of the demanded good to the supply and gains 3 coins on the coin track for each.



The player returns exactly 1 tile of the demanded good to the supply and gains 4 coins on the coin track.



The player returns up to 2 tiles of the demanded good to the supply and gains 1 treasure card from the treasure card stack for each.



The player returns up to 3 tiles of the demanded good to the supply and gains 1 parrot card from the parrot card stack for each.



For each tile of the demanded good that the player returns to the supply, he draws 1 goal card from the goal card stack. There is no limit to the number of cards he may draw this way. However, he may only keep **1 of these cards** and add it to his hand. Any excess goal cards drawn must be placed face down at the *bottom* of the goal card stack (in any order).

Claim action



For every 4 tiles of the demanded good that the player returns to the supply, he claims 1 building on the peninsula at which the ship is anchored (and only on that one).

Example: If the ship is anchored at the yellow peninsula, ~~Frank~~ may return 4 yellow tiles to the supply to claim 1 building on the yellow peninsula.

To claim a building via the claim action, the player must carry out the 3 steps described in the “Claim a building” section in the yellow box below.

After the player has either raised the bid or passed, the turn passes to the next player in a clockwise direction who has not yet passed during this auction round. (A player has already passed if his trade marker is placed on a merchant ship.)

Winning the auction round

If a player is the **last** remaining player in the auction round (because all other players have passed), he immediately wins the auction round **with the bid he made on his previous turn**. This means, he may not change the bid anymore. Instead, he pays his winning bid and then gains his rewards.

PAY THE WINNING BID

The total number of pips in the bidding row indicates how many coins the player has to pay. He pays his winning bid by moving his marker on the coin track backwards accordingly and/or by using 1 or more of his treasure cards. To use a treasure card, the player reveals its value and then discards the treasure card **to the box**.

Special cases:

If a player overpays (for instance, because he uses high value treasure cards), he may gain the extra coin(s) on the coin track.

If a player is not able to or does not want to pay his winning bid, the auction round ends immediately. This player does not surrender anything but does not gain anything either (while the other players were able to gain goods tiles and trade).

GAIN THE REWARDS OF THE BIDDING SPACES

After he paid his bid, the player gains the rewards of those bidding spaces **that have a die on them**. There are 3 types of rewards:



A) Claim a building (1st and 2nd bidding space)



B) Gain 1 pirate point (3rd and 5th bidding space)



C) Place 1 lock (4th bidding space)



A) Claim a building

Important: The player may only claim a building on the peninsula that **matches the color** of the die on the bidding space! (This only applies when a player claims a building as the winner of an auction round, not when he claims a building via the claim action of a merchant ship.)



To claim a building, the player performs the following 3 steps (these are also shown on the overview cards).

1.



The player places 1 of his crew members (from those in front of him) onto any free building of the appropriate peninsula. The building is considered free if there is neither a crew member nor a lock on it.

2.



If there is a **white** cloud above that peninsula, the player receives that cloud's reward immediately.



The player draws 1 goal card from the goal card stack and takes it into his hand. Then he must discard 1 goal card from his hand by placing it at the *bottom* of the goal card stack. (This card may be the card he just drew.)



The player gains 1 pirate point on the pirate point track by moving his marker 1 space forward.



The player gains 1 parrot card from the parrot card stack.



The player receives no reward.

3.



Afterwards, the player gains 1 coin for each building:

- that is the same type as the building he just claimed (i.e. is in the same row)
- and**
- that is free (i.e. has no crew member or lock on it).

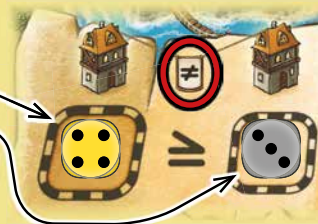
If all buildings of that type are occupied, he gets no coins.



If the player claims a building on the peninsula with the **black** cloud, he gets **no coins** (just as though all buildings of that type were occupied).



Important: Most of the time, the winner of the auction round will be able to claim 2 buildings (1 on the peninsula matching the die on the 1st bidding space and 1 on the peninsula matching the die on the 2nd bidding space). These 2 buildings must be of different types.



Example: *Phil* may not claim the sword shop on the yellow peninsula and the sword shop on the gray peninsula during the **same** auction round.



Notes: If the player may claim a building on 2 peninsulas, he can always choose on which of the 2 peninsulas to claim a building first.
If a player's winning bid only includes 1 die, he can only claim 1 building.
If the player has only 1 crew member left, he can only claim 1 building.
If there is no free building left on the appropriate peninsula, he cannot claim a building there and must forfeit that reward.



B) Gain 1 pirate point

The player immediately gains 1 pirate point on the pirate point track.



C) Place 1 lock

The player **must** place 1 lock tile from the supply onto any free building on the peninsula that **matches the color** of the die on the 4th bidding space. This building is blocked for the rest of the game. If there is no free building on the matching peninsula or if there are no lock tiles left in the supply, the player cannot place a lock tile.

Complete example of winning an auction round:

Phil is the winner of the auction round. He pays his bid of 9 coins by moving his marker on the coin track from 6 to 0 and discarding a treasure card with the value 3. Then he gains his rewards:



- 1 For the yellow die on the 1st bidding space, he claims the sword shop on the yellow peninsula. He places a crew member onto it, gains 1 pirate point for the cloud above the peninsula and gains 2 coins on the coin track (since there are 2 free sword shops left: 1 on the blue and 1 on the gray peninsula).
- 2 For the gray die on the 2nd bidding space, he claims the hat shop on the gray peninsula. Since there is the black cloud above the gray peninsula, he neither gains a cloud reward nor coins from the free hat shops on the other peninsulas.
- 3 For the green die on the 3rd bidding space, he gains 1 pirate point.
- 4 For the orange die on the 4th bidding space, he places a lock onto the hook shop on the orange peninsula.

Since there is no die on the 5th bidding space, he does not gain its reward of 1 pirate point.



At the end of the auction round

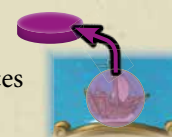
After the winner of the auction round has gained his rewards, carry out the following steps:

1. 2-player game only:

The player that **did not win** the auction round **must** now take 1 of the crew members from the **ghost ship** and place it onto a free building on the peninsula at which the ghost ship is anchored. If the ghost ship is the rightmost ship (at open sea), skip this step. If there is no crew member left on the ghost ship, skip this step for the rest of the game.



2. Each player with a trade marker on a merchant ship takes his trade marker back and places it in front of him.



3. Then each ship moves along to the **next peninsula** to its right. To do this, take the rightmost ship and place it to the left of the other ship tiles. Then slide them together over to the right until the 6 indicated water spaces are covered and each ship aligns more or less with the board's images again.



4. The current starting player gives the starting player flag to the player to his left. This player then starts the next auction round.



END OF THE GAME

After the auction round in which at least 1 player has placed his **last** crew member onto a building, the game ends. (It does not matter if this happened by winning the auction round or by using the claim action of a ship.)

Now a **final scoring** occurs, in which all players gain pirate points on the pirate point track:



For each treasure card that a player still owns, he gains 1 pirate point.

For every 5 coins on the coin track that a player owns, he gains 1 pirate point.

Then all players reveal their **goal cards**. Each goal card gives its **owner** pirate points according to whether or how well he fulfilled its task.

Important: There are 2 copies of each goal card. If a player owns both copies, he can only score 1 of these 2 cards (i.e. points for the same task are never doubled.)

There are 4 types of goal cards:



For each of his crew members that is placed on the shown type of **building**, the player gains the indicated number of pirate points (2, 3, 4 or 6).



For each parrot card that the player owns, he gains 1 pirate point.



For each tile of the good shown that the player owns, he gains 1 pirate point. (The 3:1 substitution applies here as well: If the player owns goods tiles of which he has no appropriate goal card, he can count any 3 of these tiles as 1 tile of a good for which he has a goal card.)



If the player owns **more buildings** on the peninsula shown than any other player (i.e. he has the bare majority of crew members there), he gains 6 pirate points. If he owns at least 1 building on the peninsula but does not have the majority, he gains 2 pirate points.

Important in a 2-player game: When determining majorities, the crew members that were placed on the peninsulas from the ghost ship count as a 3rd player color.

Note: In contrast to treasure cards and coins, goods tiles and parrot cards are not automatically scored. Only players that have appropriate goal cards can do so!

After all goal cards are scored, the player with the most pirate points in total wins. In the case of a tie, the tied player with the most coins on the coin track wins. If there is still a tie, the victory is shared.

Additional notes:

- The general goods tile supply is not limited. If the supply of any good should run out, use something else as a replacement.
- The parrot cards and treasure cards are limited. If such a stack should run out, no player can gain another card of that particular kind.
- If a player should surpass the 20 coins mark on the coin track, he places his marker from the coin track onto his "20+ coins" marker. Then he places both markers together on the space of the coin track that matches his current public coin stock diminished by 20. As soon as his public coin stock drops beneath 20 coins again, he removes his "20+ coins" marker and adjusts his public coin stock accordingly.



Example:

Phil owns 3 treasure cards and has 7 coins on the coin track. For his treasure cards, he gains 3 pirate points and for his coins on the coin track, 1 pirate point.



Phil also has 6 goal cards and gains pirate points for these as follows:



- 6 pirate points**
(He owns more buildings on the orange peninsula than any other player.)
- 2 pirate points**
(He owns 2 buildings on the yellow peninsula but doesn't have a majority.)
- 6 pirate points**
(He owns 2 anchor shops.)
- 0 pirate points**
(He owns no fortune teller studios.)
- 6 pirate points**
(He owns the pub.)
- 4 pirate points**
(He owns 3 blue tiles and can substitute a 4th blue tile with 3 other goods tiles.)

The parrot cards

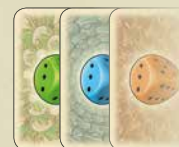
A player may play parrot cards only on his own turn when making or raising a bid. He may play multiple parrot cards at once. Played parrot cards are immediately discarded **to the box**.



There are 2 types of parrot cards:



The player does not raise the current bid but keeps it at the same level. He may still move the dice around as he likes (just as if he raised the bid). However, at the end of his turn, the number of pips in the bidding row must equal the bid of the previous player.



Before creating his bid, the player turns the die of the **color shown** to a value of his choice (1 to 6). However, this does not affect any of the other rules for making and raising a bid (i.e. the bid must still be higher than the previous bid, the dice must be in descending order, and so on).

CREDITS

Author: Michael Rieneck | **Illustrations:** Klemens Franz | **Rule book and layout:** Viktor Kobilke | **Rule book revision:** Neil Crowley
Copyright: © 2014 eggertspiele GmbH & Co. KG, Friedhofstr. 17, 21073 Hamburg | All rights reserved. | www.eggertspiele.de
Distribution: Pegasus Spiele GmbH, Am Straßbach 3, 61169 Friedberg | www.pegasus.de

